

It is assumed that the spectral values represented by the code words 1 and 2 belong to a first spectral section while the spectral values represented by the code words 3 - 10 belong to a second spectral section. The bit stream is then rastered using 2 groups of raster points, the first group of raster points consisting of the raster points 10, 12 and 14, the second group of raster points consisting of the raster points 14, 16 and 18. It is assumed further that the spectral section 0 has been assigned the Huffman code table n and the spectral section 1 has been assigned the Huffman code table m, also that the code word 2 is the longest code word of the table n which has been assigned to the spectral section 0. The raster distance of the first group of raster points is chosen to be greater than or, preferably, equal to the maximum length of the code word of table n, i.e. of the code word 2 in the example.

On the other hand from the section of the bit stream between the raster point 14 and the end of the bit stream at code word No. 10 it can be seen that in this example the code word with the maximum length of the code table m does not appear in the bit stream. There is thus no code word of length D_2 in the bit stream raster denoted by group 2.

According to the second aspect of the present invention the width of the raster is thus chosen depending on the code table which is used. It should be noted, however, that in this case the table used must already be known when decoding in the decoder. This is the case, however, since a code table number is always transmitted as side information for each spectral section, thus enabling the decoder to identify this code table within a specified set of, in this example 11, different Huffman tables.

As has already been mentioned, optimal data reduction can still not be achieved when the raster distance depends on the code table used, as is plain to see just by considering the escape table, which has a length of 49 bits, since, in the case of an escape table, the raster width is adjusted to 49 bits so as to code spectral values of maximum size. Escape tables are employed in order to have relatively short code tables while being able at the same time to code relatively large values using the short code tables in conjunction with an escape table. In the case of a value which exceeds the value range of a code table, the code word for this spectral value assumes a predetermined value, which indicates to the decoder that an escape table has also been used in the coder. If a code table encompasses the values 0 - 2, for example, a value of 3 in the code table would indicate to the decoder that an escape table has been accessed. The code word with the value 3 of the "basic" code table is simultaneously assigned an escape table value which, in conjunction with the maximum

value of the basic code table, constitutes the corresponding spectral value.

According to a further embodiment of the second aspect of the present invention the distance between the raster points of a group (e.g. of the group 1 or group 2) is no longer chosen to be equal to the length of the longest code word of a code table but equal to the length of the longest code word actually occurring in a bit stream which belongs to a code table. This represents a further improvement in respect of the first embodiment of the second aspect of the present invention since the coding efficiency in the escape table is still not optimal despite this method. The maximum length of the code of this table (within a spectrum) is usually considerably shorter for technical coding reasons. The longest code word in the escape table is e.g. 49 bits long.

The longest escape table code word actually occurring in normal audio signals is typically about 20 bits long. It is therefore possible to further increase the number of raster points and thus the number of priority code words which can be aligned with the raster points by transmitting the length of the longest code word of a block. The raster length is then equal either to the actually occurring maximum code word length or the theoretical maximum code word length of the table currently being used, whichever has the minimum value. To determine the minimum it is possible to use either the actually occurring code word of each code table or simply the longest code word of all the code tables in an audio frame. This option also works for non-escape tables, i.e. for "basic" Huffman tables, but not nearly as efficiently as for the escape tables.

Transmitting the maximum length of a code word in a spectral section or block has another beneficial side effect. The de-